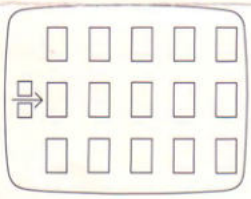
PERCEPTS... all you need to play PERCEPTS is a good memory, fast reflexes and a little ESP!

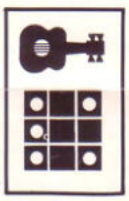
GAME AIDS

GAME CARD #2

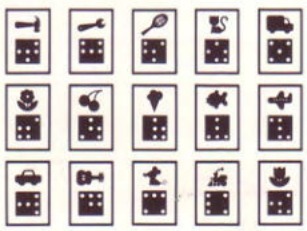


GAME OVERLAY

TWO PERCEPTS CARD DECKS
Green Deck (15 Cards)
Purple Deck (15 Cards)



A



B

THREE ROWS OF 5 CARDS EACH. ALL CARDS FACE UP.

SET UP

1. Insert GAME CARD #2 into the Master Control Unit.
2. Place the PERCEPTS Overlay on the screen.
3. Shuffle both PERCEPTS Card Decks.

PREPARATION FOR PLAY

The object of PERCEPTS is for both players to memorize the deck of cards SYMBOL or PATTERN sequence and to quickly recall the cards location.

The GREEN deck of cards is placed face up in three horizontal rows of 5 cards each. This card arrangement will duplicate the open areas on the PERCEPTS Overlay.

PERCEPTS has two game variations that can be played. The cards are divided into two sections. The top section is SYMBOLS and the lower section is PATTERNS. (ILLUST. A)

The players must decide whether to play SYMBOLS, which is the memorization version, or PATTERNS which is the location and race version.

PLAY

GAME OF PATTERNS. In the game of PATTERNS, you will race across the Game Overlay to be the first to arrive at the position on the overlay that duplicates the position of the PATTERN selected on each turn.

The GREEN Card Deck should be arranged face up in three horizontal rows of 5 cards each. (ILLUST. B) The PURPLE Card Deck must be placed between the players face down.

Both players study the position of the PATTERN arrangement on the cards in the three rows.

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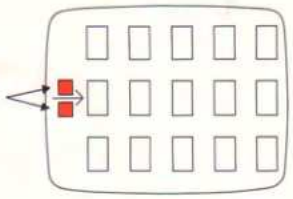
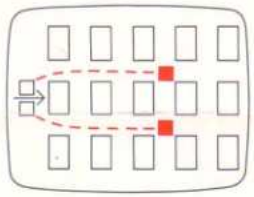


C



D

PLAYERS MUST STAY IN THE RED PATHS.

The players now take their Player Control Units and position their lights in the two starting blocks at the left side of the PERCEPTS overlay. (ILLUST. C)

Both players must remove their hands from the Player Controls. Player #1 turns up the top card on the PURPLE Deck. Both players look at the card, noting the printed PATTERN, and then find the duplicate PATTERN on the GREEN Deck. The players immediately race their lights to that GREEN card's corresponding position on the overlay.

The players must keep their lights on the red paths as they race for the card position. (ILLUST. D) Once they reach the correct position on the overlay they try to be first to light the open area. The first player to light the correct card position wins that GREEN Card. Should a player stray from the red path, he automatically loses on that turn and his opponent wins the GREEN Card. Should both players arrive simultaneously, it is a tie and the PURPLE Card is placed at the bottom of the deck.

Both players return to their starting positions after the award of each GREEN Card. Player #2 turns up the next PURPLE Card and the race is on. Play continues until all GREEN Cards are awarded.

The PATTERN winner is the player that collects the most GREEN PERCEPTS Cards.

GAME OF SYMBOLS. In the game of SYMBOLS, you must memorize the location of the 15 different SYMBOLS in order to beat your opponent by collecting the most PERCEPTS Cards.

The GREEN deck of cards is placed face up in three horizontal rows of 5 cards each. (ILLUS. B) This card arrangement will duplicate the open areas on the PERCEPTS Overlay. The PURPLE Deck must be placed between the players face down.

Both players should spend about 30 seconds memorizing the position of the 15 SYMBOLS. Player #2 then turns all GREEN Cards face down.

The players position their lights in either of the two starting blocks located at the left side of the Game Overlay.

Player #1 turns up the top card of the PURPLE Deck and announces the SYMBOL exposed. Player #2 must now move his light to the position (open area) on the Game Overlay that corresponds to the position he believes the SYMBOL to be in. Player #1 turns up the corresponding GREEN Card to verify Player #2's success.

If Player #2 correctly locates the hidden SYMBOL position, he wins that GREEN Card. If Player #2 does not locate the SYMBOL position the GREEN Card is again turned face down. Player #1 now attempts to locate the correct position of the SYMBOL exposed on the PURPLE Card. Player #2 turns up the corresponding GREEN Card to verify Player #1's success.

Should neither of the players locate the correct SYMBOL position after one attempt each, the PURPLE Card is placed face down at bottom of the deck.

Player #2 turns up the next PURPLE Card and announces the SYMBOL exposed. Player #1 moves his light to the position (open area) on the Game Overlay that corresponds to the position he believes the SYMBOL to be in. Play procedure is repeated as before with the players alternating turning up the PURPLE Cards until all GREEN Cards have been awarded.

The SYMBOL winner is the player that collects the most GREEN PERCEPTS Cards.

ODYSSEY...a total play and learning experience for all ages

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